

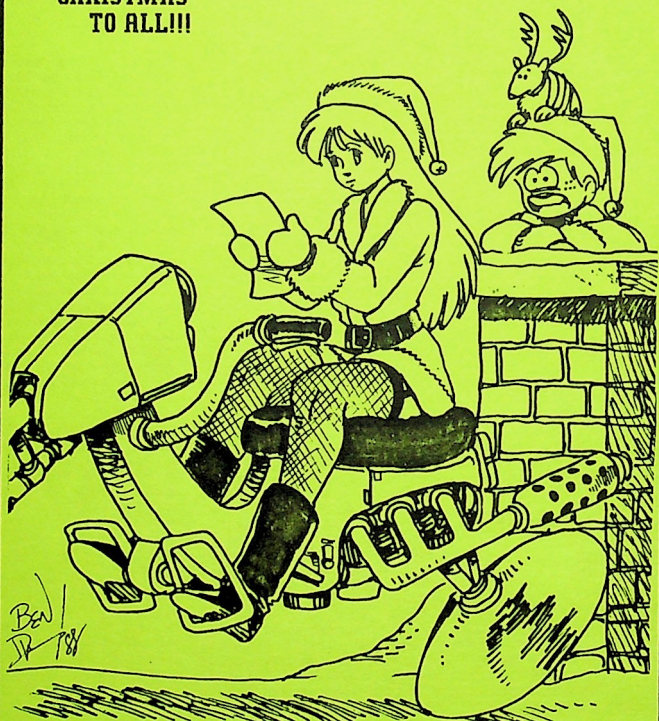
CELLULOID DIVERSIONS

A Monthly Publication of the Cartoon/Fantasy Organization

The Best Little
Anime Newsletter
in the West

Volume IV Number 12
December 1988

MERRY
CHRISTMAS
TO ALL!!!



WHAT IS THE CARTOON/FANTASY ORGANIZATION?

The Cartoon/Fantasy Organization (C/FO) is a world-wide non-profit educational organization dedicated to the enjoyment of animation and other forms of visual entertainment from all over the world and to increasing the understanding of different cultures through their popular entertainment. The C/FO is a membership-oriented, membership ran organization with no ties to any studio or production company. The C/FO is dedicated to:

- a) providing a forum for the discussion of animation, comic, and other visual forms of entertainment from all over the world through publications, special interest groups, and local sub-units;
- b) fostering communication and friendship between fans of the same, both in the United States and around the world through correspondence, local sub-units, and other activities; and
- c) educating the general public through publications, presentations, and screenings.

The bylaws of Cartoon/Fantasy Organization place the organization on record against video piracy and all members are required to sign a statement that they have read and understood the paragraph of the C/FO bylaws dealing with this as a condition of membership in the organization. Membership in the C/FO ranges from \$4.00 to \$18.00 per year, depending on membership class (1988 dues listed). For more information on the Cartoon/Fantasy Organization, send a legal-sized Self-Addressed Stamped Envelope to the following address and request the "C/FO General Information Bulletin".

Cartoon/Fantasy Organization
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San Antonio, TX 78218-0261

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* available to Regular, Full, or Staff members of the general C/FO Only.

** available to Associate members of the general C/FO only.

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 Logan Darklighter (p 18)
 Lee Dunning (p 6)
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 Carol Hoeke (pp 5, 8)
 Karen/Yuki (p 17)
 Pat Munson-Siter (pp 9, 11, 13, 14, 15, 21, 31)
 Paul Sudlow (p 29)

SEE YOUR ARTICLES, ARTWORK,
 SHORT FAN FICTION, AND/OR
 TRANSLATIONS IN PRINT IN

CELLULOID DIVERSIONS

DON'T DELAY, SUBMIT
 SOMETHING TODAY!

DECEMBER NOTES

by Randall S. Stukey

Well, this was supposed to be another small issue, but it grew a bit, thanks to the typing efforts of Robert Chantemsin (Robert has an Apple computer and was kind enough to send in his article, as well as Masaki Takai's article already typed in in Appleworks format - all I had to do was a bit of editing and then move the material to the publishing program!) Thanks from the very bottom of my heart, Robert.

This issue contains an introduction to the second season of Saint Seiya, an article on Gall Force 2 and one on Starship Troopers. The "C/FO Suggestion Box" contains some of the comments that readers wrote in on the 1988 Annual Readership Survey on things that they would like to see more of (or less of) in this zine. The "Chairman's Confessions" prints a letter from a somewhat surprised member of the C/FO and gives the C/FO Chairman's views on the subject of "opposition". Four BGM reviews, a few suggested Christmas gifts for the true anime fan, information on APA Hashin II, and some of our usual columns round out this issue.

We still need more writers and artists! We are aiming for nine 40 page issues and three 60 page issues in 1989, but if we are to meet this goal, we are going to need to (at least) get twice as many articles submitted as we did this year and a bit more art. Please do not wait for someone

else to do it, write and submit something yesterday! Remember, the more articles on animation and manga I have to print, the less politics and such I have room to print!

C/FO-San Antonio has a new video line-up starting with its January meeting. C/FO-San Antonio will be viewing Urusei Yatsura, Saint Seiya, City Hunter, Gundam, Samurai Troopers, Yotoms, Dunbine, Dragonball, Catseve, Gatchaman, and Orange Road. If anyone has good synopses of the first five episodes of Samurai Troopers or Orange Road, please send them in so we can print them! Thanks.

The CD staff and the Board of Directors of the C/FO would like to thank everyone for helping to make 1988 such a banner year for the C/FO, with everyone working together for the C/FO as a whole, we can make next year even better! We wish you and yours a safe and happy holiday season and nothing but the best in 1989!

MERRY
 CHRISTMAS
 AND A
 HAPPY
 NEW YEAR!



EDITORIAL MUTTERINGS

Happy Hannakah! Merry Christmas! Happy Holidays to one and all! Another year is drawing to a close and with it another volume of this newsletter. Next month will be the first issue of Volume Five, it will be the 39th issue of this publication --- and we plan to start the new year off with a few changes.

First, we will be going back to our 36-40 page size (permanently, provided that enough material is submitted to fill up the issues, except for the 3 extra large combine Celluloid Diversions/New CIFO Bulletin issues to be published during the year, of course). Second, there will be a few staff changes. Third, there will be some cosmetic changes: new titles for regular columns and a slight change to the page layouts. Finally, there will be some content changes.

Content Changes? Yes, starting next issue, this publication will begin to phase out its CIFO-San Antonio material in favor of material on the CIFO as a whole and on other chapters and affiliates. For example, a second letter column, tentatively called "CIFO Forum" will be added for letters and suggestions on the CIFO itself. This will be the place for letters suggesting club activities, comments on the way the club is being run, suggestions on how the club could be improved, and comments on the suggestions and ideas others have presented in their letters. Letters for "CIFO Forum" should be polite, relatively short, and the points they make should be supported (for example,

don't just say that the CIFO would be better off if more emphasis were placed on local groups, explain why it would be better off and how your proposal would benefit the majority of the membership). Letters that are basically personal attacks will generally not be printed. "CIFO Forum" will replace the occasional column now known as "CIFO Suggestion Box".

During the coming year, we would also like to start regular columns on Anime Roleplaying, Japanese Live Action, General Science Fiction and Fantasy, and Japan and Japanese Culture - perhaps alternating, running two of these in even months and the other two in odd months, but these columns would need dependable authors before they can get started. (We are also looking for a one page monthly cartoon strip to run in this publication.)

Of course, the news, informative articles on anime, and fan fiction that you have come to expect from CD will continue --- hopefully even bigger and better than before. But there is only so much that we can do without your help. We need your articles, your art, your short fan fiction. Typing and editing this newsletter takes all of the editor's limited time - it's unfair to expect me to write the articles and such as well! Looking through the 1988 CIFO Membership Directory, I see a lot of members who list themselves and writers, artists, or translators --- many, many more than have ever contributed to this newsletter! If you are one of these people, please consider contributing something today. Thanks.

Wishing you all a Happy Holiday Season, I remain,

Ranting, Raving Randall

Editor (Chief Protector Against Silliness)

ANIME FANDOM NEWSWIRE

Ultimate Synopsis Book?

Animezanai is attempting to assemble The Ultimate Synopsis Book. Plans are for this "book" to "cover all genres of anime, from the silliest slapstick comedy to the most serious drama. Our first release will probably cover 400-500 pages, spread over several mini-books of the various genres, and continue with annual 100-page supplements of things we've missed and new material. They are requesting synopses and artwork. Direct all questions and comments to: Synopsis Book, 809 E. 19th Street, Santa Ana, CA 92709 [Unfortunately, Brian Henderson's letter on this subject does not specify if the book(s) will be sold at cost or not, if this is a non-profit fan production, then it deserves

all our support, if it (like many other things done in California), is planned to make money, you should only send them synopses and artwork if they paid you cold cash up front for the right to print the material. Ask BEFORE you submit material.---RSS]

Saint Seiya Overview Back in Print

The Saint Seiya Overview is back in print --- actually, it was back in print LAST MONTH, but we forgot to mention it. Only \$11.00 postage paid for about 120 pages of information on first season Saint Seiya including complete episode synopses, a character scorecard, background information, information on Saint Seiya roleplaying, and a full color cover. (\$13.00 for non-CIFO members! Membership in the general Cartoon/Fantasy Organization has its advantages, you know.)

New Crusher Joe!

A new Crusher Joe OVA will be released early next year!

CIFO Activity Points

The CIFO Board of Directors is currently voting on some minor changes to the CIFO bylaws. The main change affecting the membership will be the addition of CIFO Activity Points. If approved by the CIFO Board of Directors, this amendment will allow the Board to establish a system of CIFO Activity Points that members may earn by doing things for the general CIFO (including things like articles and artwork used in this newsletter!) and, to a lesser extent, for doing things at the chapter/affiliate level. Members will be able to spend the CIFO Activity Points they earn like cash on membership renewals and items the CIFO sells (like our synopsis books and overviews). More on this in the next newsletter if the bylaws amendments are adopted by the CIFO Board of Directors.

More On Wyvern Web Graphics

It seems that WWG has not picked up their mail in a couple of months and it is being returned, so if you sent in money in the last couple of months, you may be getting it back, thanks to the U.S. Postal Service, in the next few weeks. However, this makes it harder to contact WWG about getting your money back from earlier orders. You might try the following address, it is the last address we have on the person Vaunda Perry left in charge of WWG (warning: it may not be correct, so keep your letters polite):

Alan R. Willis
2605 Columbia Blvd #1307
Titusville, FL 32780

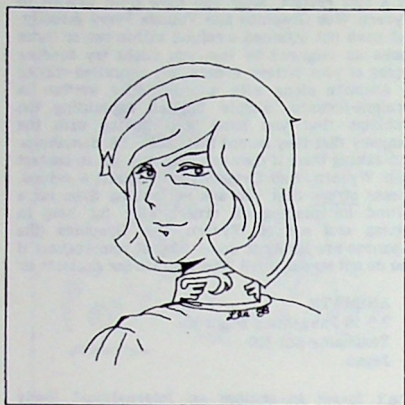
As a last resort, after you have tried writing to Wyvern Web Graphics and Vaunda Perry directly, and have not obtained a refund within two or three weeks as required by law, you might try sending copies of your letters, orders, and cancelled checks to Animate along with a brief letter written in straight-forward, simple English explaining the problems that you have been having with the company that they named their sole U.S. distributor and asking them if they can help you get in contact with Wyvern Web Graphics and obtain a refund. Please stress that you are not asking them for a refund (or placing an order), only for help in getting one out of Wyvern Web Graphics (the Japanese are likely to mis-interpret your request if you do not stress this)! The address for Animate is:

ANIMATE

2-9-10 Takashima Nishi-Ku
Yokohama-Shi 220
Japan

Don't forget to enclose an International Reply Coupon! While this will probably not really help you get your money back (but then again, you never know), it will let Animate know that there is trouble with their selected sole distributor in the US (which will probably cause them to get on WWG's case which will help everyone involved in this bit of nastiness in the long run)! Write today.





CHAIRMAN'S CONFESSIONS

Every once in a while I get a letter in that makes me think about things from a different perspective. Such a letter was awaiting me on my return from my week in Dallas. I'd like to share part of it with everyone.

Dear Randall and crew,

I received the latest CD in the mail the other day and finally got a chance to sit down and read it. I was happy to see the poll in so quickly after it was sent out, but I was also happy to see I had won a free subscription. I didn't even know one was offered!

I know from helping out on the ex-C/FO-San Diego newsletter how hard it is to get responses when a survey is taken. Ever since then, whenever a club zine or newsletter has a survey I take it to help the editors with their newsletter -- to make it better. This free issue idea is a great one because it gets people into the mood to help out. An added incentive I guess you might call it.

Another thing that surprised me though was that I won. You see I also think that a survey should be honest and if you remember my survey I didn't hide the things I didn't like about CD from you. Yet even after I gave my honest opinion (and felt no guilt) I still won. It shows you people are an honest group and I

respect that.

Richard Andreoli

After reading Richard's letter, I dug out his survey form to see what he could have possibly said that was so bad that he was surprised that he could have won. Let's see:

1. He rated this column a 2.
2. He said (in response to what he'd not like to see in CD): "This attitude of 'I, the Supreme Ruler of the C/FO, tell you that you must!...' It's really a downer to read about."
3. He rated the chapter-oriented C/FO an 8 and the member-oriented C/FO a 6.
4. He rated my job performance as C/FO Chairman a 2.

I'm sorry to say that I don't find a thing offensive in these responses (no matter how hard you try, you cannot please everyone - I learned that, the hard way, many years ago) and even if I would have found something offensive, I really do not understand why one would think that one's responses would influence the random selection of the two winners of the one-year subscription! After all, the entire purpose of a survey is to find out what the respondents think. If I had wanted to hear nothing but good things about the newsletter, I could have written them myself and saved everyone the trouble of filling out those silly forms.

Somehow, I apparently have developed a reputation for not allowing any opposing views. I'm not real sure how this belief got started, because I have always gone out of my way to solicit as many views as possible on any action the club is considering! For example, when the 1988 reorganization was being discussed, I was the one who insisted that all chapters be kept informed of what we were considering even if they had foolishly not elected to subscribe to C/FO-Communications (in spite of the fact that they had all been told that they had no right to complain if things were done without their knowledge if they elected not to subscribe). I was even begging opponents of the reorganization proposal to present their views in C/FO-Communications and to present any workable counterproposals that they might have that they thought would solve the basic problem of those members who could not attend meetings of a major chapter not getting much for their dues! What this club needs is MORE people giving their opinions and ideas, not less.

Perhaps what causes this perception is the fact that recently I have seemingly ignored all opposition to

proposals that I support. Unfortunately, this is true. I have been ignoring the opposition, but not because they disagree with me, I have seemingly been ignoring them because the opposition to recent proposals has only been coming from a very small portion of the club's membership! To be completely truthful, I have not actually ignored the opposition at all. I have written letters to the opposition, tried to suggest compromises that still protect the needs of the majority while allowing the desires of the minority to be worked in as much as possible, and printed their letters and comments in CIFO-Communications for all board members to see. However, a few people apparently think that they are being ignored unless their ideas are adopted.

I am a strong believer in majority rule and truly believe that proposals supported by 51%-99% of the membership should be approved (so long as they are legal, affordable, and there are enough unpaid volunteers willing to do the work) even if 1%-49% of the membership are absolutely, completely, and violently opposed to the proposals and are unwilling to accept any realistic compromise on the issue.

Let's take a very recent example, a member from Michigan said that if the CIFO established a club video library (i.e. used club funds or donations to buy Laser Disks, tapes, and equipment make copies for members), he would quit the club (and try to talk all of his friends into doing likewise) because he opposed the idea (apparently because some person would have to have the "privilege" of having the use of all that equipment and videos). I responded that while the board had yet to find a legal and workable way to establish a club library (the main problem is the person with the "privilege" of having this equipment and collection would go out of his/her mind trying to keep up with dubbing requests), the results of the survey definitely indicated that the great majority of the membership wanted such a library and that such a library would be established if and when the board could solve the problems associated with the concept. I pointed out that the job of the CIFO Board of Directors is to run the club and spend the club's money in the manner that best meets the desires of the majority of the club and threatening to quit the CIFO if we followed the will of the majority would probably not change a single vote on the board. If this member wanted to stop such a proposal, he needed to convince a majority of his fellow CIFO members (or at least a majority of those we hear from) that the proposal is not a good idea.

The point here is very simple. The CIFO board tries to follow the will of the majority of dues paying CIFO members from across the world. In the

case of the CIFO Tape Library, I do not believe that you will find a single board member who thinks the idea is a real good one, yet we are trying to come up with a legal, workable method of having one DESPITE the fact that most of us personally oppose the idea, because a good majority of the CIFO's membership seems to like the idea!

What I am trying to say is that the CIFO Board of Directors really wants to hear your ideas and your objections to our ideas. We do read and listen to them. However, please remember that we have to proceed in the manner that best serves the majority of the dues paying membership of this organization - no matter how unpopular our decisions are in some quarters. For example, the chapter-oriented CIFO served the membership in southern California extremely well, but members outside of southern California and San Antonio got little or nothing out of the chapter-centered CIFO despite the fact that they were paying over 70% of the club's budget and were 70% of the club's membership. The board reorganized the club to serve all its members more equally in spite of the fact that in doing so we totally alienated a good number of the members in southern California...because what we did was for the good of the club as a whole. In other words, just because you object to a proposal and the board seems to brush off your heartfelt opposition does not mean that we are ignoring you, it simply means that the majority of the membership does not seem to agree with you and the board has sided with the interests of the majority. I really DO wish there were a way that we could always satisfy the wants and needs of each and every individual member, but we cannot (it's impossible, the wants and needs of some members directly conflict with the wants and needs of other members), all we can do is to try to follow the will of the majority of the dues-paying membership so long as what the majority wants is legal, affordable, and can be done with our tiny, unpaid, and all-volunteer staff!

Please take advantage of the new "CIFO Forum" column that will be starting in the next issue of this publication to give the club your well-thought out ideas and to give us feedback on what we are doing - even if said feedback is not always favorable.

Randall S. Stucky, CIFO Chairman





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UTSUMIO
KIKO
© 1987

St. Seiya "II" ~ an Introduction

by Pat Munson-Siter

This is a very brief introduction to the second SAINT SEIYA TV series. I'd like to thank Alara Rogers for her help in translating some of the earlier animation magazine articles that introduced the new characters appearing in the second series. This review assumes you are familiar with the main SEIYA characters as introduced in the first series. WARNING: THIS REVIEW CONTAINS "SPOILERS"!!!

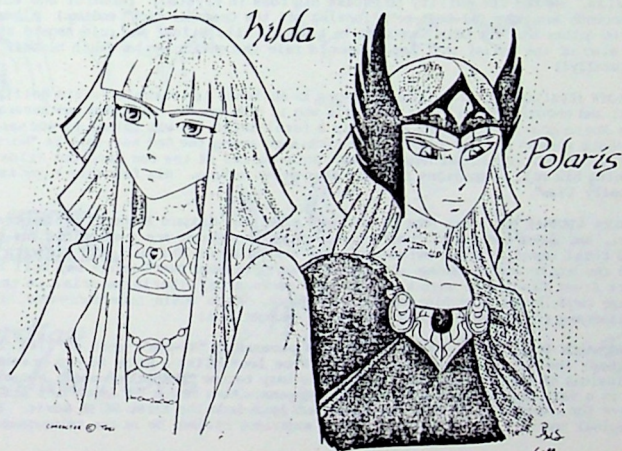
The second season was designed by Toei Animation as "filler", because they had already caught up to the original manga. The Asgard storyline, which covers ST SEIYA episodes 174 through #99, took up enough time to allow the original manga to build up enough of a lead that they will not have to worry too much about the third season catching up to the manga too quickly.

In the second season, the God Warriors of Asgard (equivalent to Athena's Saints), led by Polaris Hilda (one of the Valkyrior), attack Athena with the intent to kill her - ostensibly because Athena's death is necessary to restore Asgard to the glory and power it once had. Following the failure of their initial attempt, Saori/Athena and the five Bronze Boys travel northward to take on Hilda and her God Warriors on their own territory.

THE GOD WARRIORS OF ASGARD

The God Warriors we meet are all named after the stars of the constellation of Ursa Major (the "Big Bear", of which the Big Dipper is a part). Their armor is referred to as "God Robes".

POLARIS HILDA - Hilda seems to be one of the Valkyrior. As a matter of fact, Hilda (or "Hild") is listed in the PROSE EDDA (one of the major sources for Norse Mythology) as one



of these, the warrior maidens who serve Odin - the Valkyrior hunt the battlefields for brave dead to bring to Vahalla. Hilda at the beginning of the series is in charge of keeping the Polar Ice Pack frozen, as well as being the primary "guardian" for Asgard until such time as the Norse gods manifest. She becomes possessed by the evil spirit of the Nibelunglied, through the cursed ring she is forced to wear, and under its influence stops her mission of keeping the ice cold. She is de facto commander of the God Warriors, and it is she who sends them after Athena...the Nibelunglied has convinced her that only the life force of Athena can restore Asgard and repair the damage that has been done. It is Hilda who recruits the God Warriors from her own trusted companions and acquaintances. (And, yes, I know that Polaris is part of Ursa Minor (Little Dipper), not Ursa Major.)

DUBHE (ALPHA) SIEGFRIED - Siegfried's God Robe resembles that of a two-headed dragon (it represents Fafnir, the dragon the evil dwarf who first wore the Ring of the Nibelunglied turned into, and which Siegfried killed.); and is Hilda's second in command. Siegfried is also the name of one of the main characters of the "Ring Cycle", the series of operas Wagner wrote based on Norse mythology. Further, it seems that this IS the "real" Siegfried, for he too is invulnerable, having soaked in the blood of the dragon he killed. He does possess one weak spot...there was a leaf that covered part of his skin over his heart, and thus the skin beneath where it lay is normal. The "real" Siegfried was killed during the course of the original story - perhaps he is here because Hilda, as a Valkyrior, brought his soul to Asgard and Vahalla. Siegfried seems to have been romantically involved with Hilda prior to her possession, and he is still devoted to her, even though he has his doubts about her current motivations and methods.

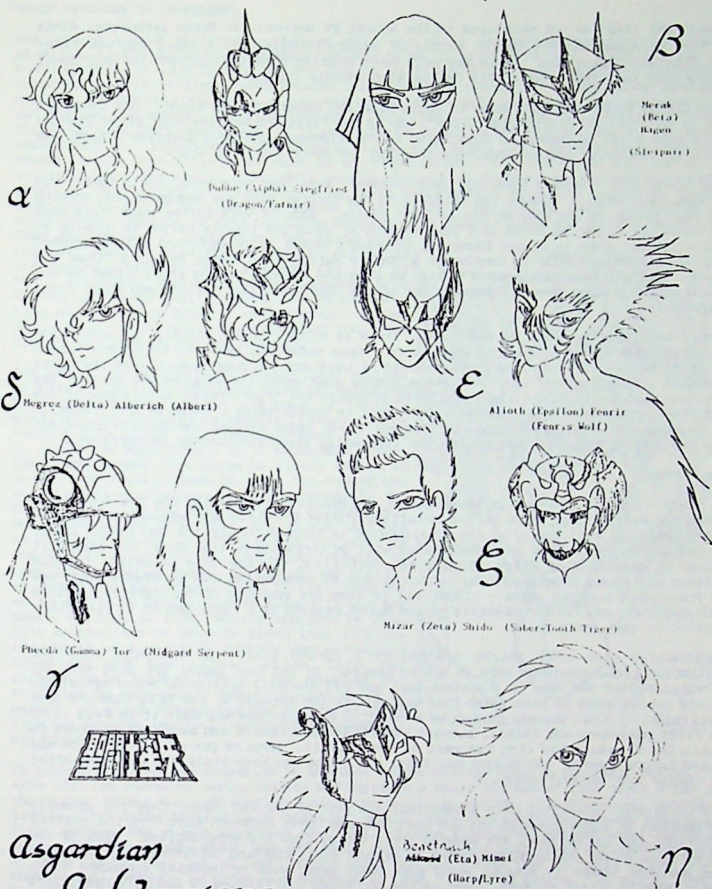
MERAK (BETA) HAGEN - Hagen's God Robe is designed after Sleipnir, the 8-legged horse belonging to Odin, and a child of Loki. "Hagen" is also the name of one of the primary protagonists in THE NIBELUNG LIED, the epic poem that is the basis for much of Wagner's Ring Cycle. Hagen lives for battle; his greatest joy is fighting powerful enemies. Hagen and Freya (Freya is Hilda's younger sister) were in love before Hilda was possessed and Hagen became one of Hilda's God Warriors, and in the series Hagen decides that his duty to Hilda is more important than his love for Freya.

MEGREZ (DELTA) ALBERICH - Alberich's Robe looks like a bunch of crystals growing out of skulls. He has the ability to encase his foes in crystal. (Most of the voice actors pronounce his name "Al-bear-ee", leaving off the Germanic "ich" ending.) Alberich's goal is to gather all the Odin Sapphires to himself, kill Hilda, and rule Asgard himself. He is also of the belief that Asgard should rule the entire world. (with himself as leader, naturally!)

ALIOH (EPSILON) FENRIR - Fenrir's Robe is designed to resemble Fenris Wolf, a child of Loki and thoroughly evil - it is Fenris who is destined to kill Odin and several other of the Norse gods at Ragnarok. Fenrir is a feral child; he was raised by wolves after his parents were killed by a bear. His nick-name among the God Warriors is "Northern Man-Eating Wolf". He is perhaps the most anti-social of the God warriors Hilda recruits, liking his wolf companions far more than other humans. His favorite blow is the "Wolf Cruelty Claw".

PHECDA (GAMMA) TOR - His Robe is designed after the Midgard Serpent, yet another child of Loki, and whose occasional contractions around the planet are responsible for earthquakes and tidal waves in Norse mythology. Tor stands about 20 foot tall, and with his height and the way he easily shrugs off Cygnus Hyoga's "Diamond Dust" attack may well be at least part Frost Giant. He uses two huge axes as weapons. (Early material in the Japanese anime magazines listed his weapons as hammers, which would have increased his probably deliberate resemblance to Thor, the Norse Thunder god.)

BENEINASCH (ETA) MIMIE - Mimie's (name is pronounced "Mi-meh", sort of like "Minmay" but without the "n" in the first syllable) Robe looks like a harp. He can create multiple illusions of himself, the "strings" of his harp become "tentacles" under his control, and he is a fair fighter even without those weapons. (As a matter of fact, he's almost a clone (save for changes in coloration) of Orpheus Lyra from the first SEIYA movie. Some of the original material in the Japanese anime magazines claimed he is the reincarnation of Lyra



Alpha (Alpha) Sigfried
(Dragon/Father)

Berak
(Beta)
Ragnar
(Serpent)

δ Hegrez (Delta) Alberich (Alberich)

ε Aloth (Epsilon) Fenrir
(Fenrir Wolf)

γ Phexda (Gamma) Tor (Midgard Serpent)

ζ Nizar (Zeta) Shido (Saber-Tooth Tiger)

η Benetnach
Alberich (Eta) Himef
(Harp/Lyre)

characters © Toei Animation
artwork by Pat Munson-Siter

Orpheus, but this was not developed in the actual TV series.) In Norse mythology, Mimie (or Mimi or Mime) was the foster father of Sigurd (Siegfried), a dwarf who was later killed by his foster son. (This may well have bearing considering revelations about Mimie's past we witness during his battle with Phoenix Ikki...)

MIZAR (ZETA) SHIDO - Shido's Robe is taken from the saber-toothed tiger. His favorite blow is called the "Viking Tiger Claw". He is the first God Warrior sent after Athena; and he does a lot of damage to Gold Saint Taurus Aldebaran during a surprise attack. He is not so successful against Andromeda Shun and the other Bronze Saints.

ALCOR (ZETA) BADO - Shido's identical twin brother. When they were born, their father did not want twin sons to dispute the heirship to his estate; Bado was abandoned and adopted by a poor farmer on the edge of his father's estate. Bado is very bitter about this when he learns the facts; he feels he's just as good as Shido and resents having to grow up in Shido's shadow. Robe is almost identical to Shido's except it is white and silver instead of green and brown. Bado is considered a "Shadow Warrior" and cannot become a "true" God Warrior until/unless his brother dies. He uses the "Shadow Viking Tiger Claw" as his attack; and his armor does NOT possess one of the Odin Sapphires. (Alcor and Mizar are a double star.)

FREYA: Not a God warrior. In the series, Freya is Hilda's little sister, and when Hilda is possessed Freya is initially imprisoned. Upon escaping, she goes to Athena for/to help. In Norse mythology, Freya is Goddess of Love and the most powerful of the Norse goddesses. "Freya" means "Lady" and was a common name among the peoples who created the Norse mythology; Hilda's little sister is probably not "the" Freya. She is one of the most tragic characters in the series - her heart is broken twice - first by the change in her beloved older sister, then again when her lover Hagen decides she is less important than his duty to Polaris. But somehow she eventually finds the courage to carry on...

OTHER TERMS:

GOD ROBES - I'm not sure yet if the power of the Nibelunglied created the God Robes used by the God Warriors, or if it helped Polaris discover the Robes and empowered them. In either case, the evil energy of the Nibelunglied is infused through the God Robes, and if the God Warriors wear them long enough they will be corrupted by that aura, and they will end up as possessed as Hilda already is. Actually, if they were thinking, the God Warriors would have KNOWN something was wrong just by considering what creatures their new God Robes were designed after - almost all of them are symbolic of the various terrible monsters that Loki (in the majority of the Norse legends he's their god of evil) either fathered or gave birth to.

NIBELUNG LIED - An evil spirit created by a cursed ring. In the epic poem THE NIBELUNG LIED, the Nibelungs were an entire people. By the time Wagner got done with it, the Nibelunglied had come to represent Loki and all the evil spirits of Norse mythology, and the series seems to have taken this course. In the version of the tale that I'm most familiar with, the ring was cursed by a dwarf to bring anyone who wore it to evil ruin. Its first possessor was Fafnir, a dwarf who killed his father and brothers in order to obtain the treasure the ring was part of for himself. When he put on the ring, he was turned into a dragon. The dragon was later killed by the hero Sigfried, who thereafter was cursed with an evil fate...

ODIN SAPPHIRES: Beautiful blue stones that are part of the God Robes, they are normally the channel of power between the God Warriors and their godhead, Odin. In the current situation, the God Warriors are drawing their energy from the Nibelunglied. Most of the God Warriors do not use micro/macrocism to empower their fighting abilities, and they even seem somewhat immune to attacks using pure cosmo power with no physical component (like Shun's "Nebula Storm" attack). Just as the God Robes are tainted by the Nibelunglied's spirit, the Odin Sapphires also are contaminated and assist in bending the God Warriors to the evil spirit's will. The Bronze Boys must collect all the Odin Sapphires and return them to the Odin Robe before the Nibelunglied can be defeated.

BRIEF SYNOPSIS OF STORYLINE:

The second season storyline takes up not long after the end of the first season's plotline. In the far north, the Norse goddess Hilda is praying to Odin, doing her job of keeping the ice pack frozen so the oceans will not flood the lands to the south. Suddenly, a wall of light races towards her across the ocean, and a deep voice promises her that Asgard will return to its former glory if she will put on the ring it gives her and follows its orders. The ring goes on Hilda's finger - it is not quite clear if it is forced on once she's unconscious, or if she accepts it and is then knocked out by the power coming from it. Elsewhere, Saori/Athena, along with Kiki, Jabu, and the other "lesser" Bronze Saints, have returned to Japan to the Kido estate. The five Bronze Boys are still in Sanctuary, recovering from their wounds as well as waiting for Mu and the other remaining Gold Saints to finish repairing their badly damaged armor. In Sanctuary, Taurus Aldebaran is felled by a surprise attack by an attacker who will be later identified as Mizar Shido. Failing to find Athena in Sanctuary, he goes to Japan and attacks her there. Jabu and company do their best, but Shido wipes them out easily. His attack against Athena is stopped by Andromeda Shun, who with the rest of the five Bronze Boys has finally returned from Greece to protect their goddess. Faced with all five of the Bronze Boys, Shido retreats. Athena decides that they must discover what has gone wrong in Asgard...so they head north.

The rest of the storyline deals with their arrival in Asgard, and their struggles to defeat Hilda and her God Warriors. As the ice pack is rapidly melting without Hilda to keep it frozen, Athena takes Hilda's place. The boys have about 12 hours to defeat the Asgardians - if it takes much longer than that, Athena will begin to slowly freeze to death, her power exhausted. And the end of the storyline also establishes who is responsible for Hilda receiving the Ring - for in episode #97, Marine Shogun Siren Solento, one of the warriors of Poseidon, shows up to aid Hilda. (Solento is defeated by Siegfried, who sacrifices himself to take out the Marine Shogun. Siegfried was willing to support Hilda in her attempt to take over the world and kill Athena when he thought it was her idea - and thus at least tacitly approved by Odin. It's another matter when he finds that it's the followers of a god from another pantheon all together who has talked Hilda into her dishonorable actions.) This also enables the storyline to more easily segue into the third TV season, in which Athena and her Saints will be fighting against the newly manifest Poseidon and his Marine Shoguns...



In general, the art and animation is somewhat better overall than in the first series. I also like the character design for the God Warriors a whole lot better than quite a few of the Silver Saints the boys went up against in the first series. The storyline, however, leaves a lot to be desired in my opinion. While there certainly was enough action in first series, the studio also took the time, through flashbacks and character-building scenes, to show us more about just who these people were and what their motivations were. In other words, they let us learn enough about the characters that we could almost view them as real people - we cared what happened to them. In second series, the studio seemed to forget all about characterization. Second season is basically one battle after another, without any time for the characters - or us - to catch our breath. And the flashbacks they give us to tell us a little more about the God Warriors are shallow, just

enough to prove that each of them (except Alberich) are basically decent, honorable warriors who just happen to have chosen to follow the wrong leader...in other words, not enough to make them "people", not enough to make us care when they get killed. This weakens the storyline considerably. While to a certain extent this weakness is because Toei wanted to make sure they didn't do anything that would contradict the storyline for the third season, surely they could have done a bit more to "pad out" the plot and give us more "character bits" for the main characters as well as the God Warriors!

I am also getting a bit tired of the 'race against the clock' concept used as a plot device to supposedly get more tension in the storyline. In the first series, the boys have 12 hours to go through the 12 houses of the Zodiac - or Saori will die. In the second series, Athena will start to freeze to death after 12 hours if the Bronze Boys don't defeat Hilda and company. And in the third series, if they follow the original manga, they'll have 12 hours to defeat Poseiden and the Marine Shoguns - or Athena, captured by Poseiden, will drown. This device was effective the first time, but begins to lose impact the second time - and becomes B-O-R-I-N-G the third time!

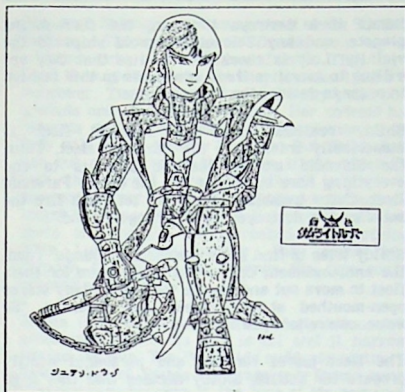


Dragon Shiryu
© Toei Animation

Toei can make up darned decent storylines on their own - witness the excellent plots of the features - so why didn't they do better on the second series? *Sigh* Needless to say, I do not like second season SEIYA anywhere near as much as the first. I hope they do a better job with the Poseiden storyline!

SOURCES: (Listed by title, author, then publisher)

- UNIVERSE GUIDE TO STARS & PLANETS, by Ridpath & Tirion (Universe)
- MYTHOLOGY - Edith Hamilton (Little, Brown)
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- PROSE EDDA - Snorri Sturlusson (U. of Calif. Press)
- THE NIBELUNGENLIED - transl. by A. T. Hatto (Penguin)
- THE FABER BOOK OF NORTHERN LEGENDS - Kevin Crossley-Holland (Faber & Faber)
- GERMAN MYTHS AND LEGENDS - Donald Mackenzie (Avenel)
- THE NORSE MYTHS - by Kevin Crossley-Holland (Pantheon)



GALL FORCE 2: DESTRUCTION

by Masaki Takai

reprinted from Anime Stuff #6

This is another fine product from the people at Sony Video Software International/MOVIC and AIC/Artmic/Animate Films. In my opinion, this sequel to *Gall Force: Eternal Story* is not as good as the original but is still much better than a lot of OAVs coming out these days.

The story picks up 10 years after *Eternal Story*. Both the Solenoids (the girls) and the Paranoids (the monsters) have been forced to use their planet destroyer weapons and both sides have lost their mother planets. They have each become wandering races with no place to return to.

The OAV opens with the destruction of the Paranoid mother planet (and a large portion of the Paranoid fleet). The Paranoid father leader discusses with his group of advisors how the planet destroyer managed to get through their defenses and destroy their mother planet. They decide to gather the remnants of the Paranoid fleet at the 9th Solar System (the only solar system left that hasn't been destroyed by the solar system destroyer weapons or isn't controlled by the Solenoids).

The Solenoids are also gathering their forces together. One Solenoid fleet passes through the remnants of an old Solenoid/Paranoid battle. They decide to salvage. They discover an old Blon-D type of droid warrior with a pilot still inside. It is Luffy

(from *ETERNAL STORY*)! Her life functions have stopped but Shildy and Spea (the two in the salvage room) think that she can be brought back. They try once but the attempt fails. Shildy hesitates and decides to try once more. Meanwhile, the main Solenoid fleet arrives. The Solenoid mother leader informs the combined fleet that the Paranoid mother planet has been essentially destroyed.

Unnoticed at first, Luffy's life functions return. Luffy begins the tedious process of recovering. However, because of her Attackers' training, she recovers quickly. During one such rehabilitation session, Luffy sees Catty (again from *ETERNAL STORY*)! Luffy is overjoyed at seeing again an old combat comrade but can't figure out what she's doing here. Shildy, Amy, and Spea are all surprised too that Luffy seems to know Catty.

Luffy suddenly remembers their mission on the StarReef -- to protect the planet Chaos from the Paranoids at all cost and asks about it. Shildy, recovering quickly, orders the room sealed and they begin to bring Luffy up to date.

As another Solenoid fleet arrives, Luffy is horrified by what she's just learned, about the race combination project. Shildy insists that it's their only remaining hope. However, there have been no complete successes. Spea says there's no other way. Luffy claims that all they have to do is to win the war. Shildy replies that there can be no victors in this war. Amy and Shildy inform Luffy then that both races have lost their mother planets. An announcement comes over the ship's system; the fleet is moving out to the 9th Solar System. Catty starts and says worriedly, "Not there...we can't not there".

Meanwhile, a remnant of a Paranoid fleet has picked up the gathering of the Solenoid fleet. The Paranoid fleet admiral decides to attack even though he has orders to gather at the 9th Solar System and the Solenoid fleet far outnumber his. They attack and take the Solenoid fleet totally by surprise. Both sides have improved their jamming shields so they resort to in-close fighting rather than long-range bombing. Luffy also takes a fighter/bomber and joins the battle. She is saved by Shildy when she runs out of ammo and they both return to the ship for re-supply.

Luffy is in a good mood after sharpening her skills out there but her good mood is quickly crashed after realizing that most of her comrades-in-arms are cyborgs. After losing a majority of its ships, the Paranoid fleet retreats and heads onwards to the 9th Solar System.

The Solenoid combined fleet also heads onwards to the 9th Solar System. Lufy is having a hard time dealing with the changes that have occurred while she was away. (Notice the BGC poster on the wall?) She decides to head on down to the shooting range to talk to Shildy. The group gathers in a holotable room and Catty takes over the explanation. She pulls up a picture of the solar system destroyer weapon and explains to Lufy that it has caused the destruction of over 12 solar systems. Catty then pulls up a picture of a cyborg soldier and explains that over 80% of the soldiers are now cyborgs. They're basically bio-killing machines. She then explains that even though Lufy seems to know her, she doesn't know Lufy. A picture appears: Solenoid Second Intelligence Section Officer C-9682138 Catty Nevilart. Catty then explains that she is an exact android copy of this officer. Catty's original mission was the race combination project. To assist her, a number of android copies were made and spread throughout the Solenoid fleet. The Catty that Lufy knew on the StarReef was another android clone. But now that both mother planets have been destroyed and since all attempts at combining the two races have ended in failure, the race combination project was shelved and the remaining android copies have been left without a mission. However, Catty claims, there was one partial success in the 9th Solar System.

Spea adds sorrowfully that since both fleets are heading there now, it will become a battlefield. Lufy reacts to this with anger. All they have to do is to win that battle! Lufy begins to stalk out the room but Spea blocks the way with a knife. Shildy reminds Lufy that this is information that even the higher echelons don't know and tells her to think about what she's learned here today.

Lufy is torn between conflicting emotions: what her new friends have told her and her former convictions. The Solenoid fleet enters the 9th Solar System and Terra and Chaos both come into view.

The Paranoid fleet also arrives and both sides prepare for battle. But while the supporting Solenoid fleets enter the battle, the main Solenoid fleet refuses to enter the melee! Catty and the others, thinking this strange, try to pull the reason out of the computer. Finally, after overriding many Top-Secret codes, Catty discovers that the 5th planet in

the 9th Solar System is a camouflaged solar system destroyer! The plan is that Solenoid supporting fleets engage the Paranoid fleet and keep them busy while the Solenoid flagship activates the solar system destroyer

(code named: Damia) and escapes outside of the solar system.

Damia then destroys the sun, the surrounding planets, and any Solenoid/Paranoid ships in the vicinity. Lufy is shocked to realize that they are willing to sacrifice their own fleets in this fashion in order to destroy the Paranoid fleet.

Shildy realizes that the Solenoid fleet is numerically inferior to the Paranoid fleet. Thus, the Solenoid mother leader's plan is to end everything here by wiping out the entire Paranoid fleet. Catty trembles...."We can't let them fire the solar system destroyer....everything will end!".

Shildy tries to find some weakness in Damia. Then, the announcement comes over the system for their fleet to move out and engage the enemy. Lufy stares open-mouthed at the screen and observes, "So we're....we're just pawns too"

The fleet moves forward and personnel hastily prepare for battle. Shildy decides that they'll go too....but to Damia to stop the firing of Damia somehow. Lufy remains. Shildy looks back at her for a little while and then goes too. In the attack ship, Spea asks about Lufy. Shildy murmurs, "We can't force her.....I had hoped that she'd understand. But who really knows what's best for the future? Let's go!" The attack ship takes off and heads off towards Damia. Meanwhile, Lufy takes off in a droid warrior and heads toward the battle. "It's OK. I don't care if I'm just a pawn. If that's what strategy requires I'm satisfied!"

The attack ship enters lightspeed and speeds towards Damia. They arrive and Shildy takes over steering the ship. Shildy passes through the first group of shields but is detected by Damia at the second shield level. Spea, Amy, and Catty leave in power suits. The ship is badly hit but Shildy blows off the lightspeed engines and saves the command module. The power suits maneuver into an exhaust duct and they meet up with Shildy who also comes out in a power suit. Catty pulls up a schematic of Damia and discovers that the power core would be impossible to reach. They decide to hit the fire control processing center and split into two to better reach it. Meanwhile, Lufy has been fighting the enemy. "This is the kind of fighting I believe in....", she says as she watches the fleet fight against the backdrop of Terra. She then looks the other way at Chaos and whispers, "...and this is the result of fighting."

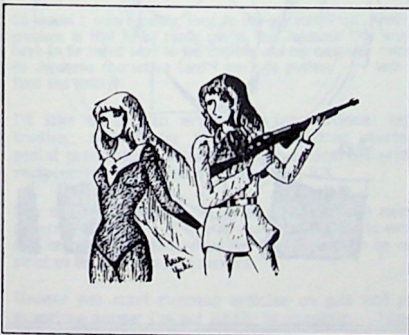
Damia begins to power up. The group manages to reach the rendezvous point but the power suits are beyond help after fighting with Damia's automated defenses. They go on foot from here.

The main Solenoid fleet escapes out of the 9th Solar System. The main bore of Damia opens up and massive locks close all over Damia. They try to blast through the locks but they just don't have the firepower. The group is trapped! Catty pulls out a grenade and approaches the lock. Her android body consists of microplasmalo. The explosion of her body will easily destroy the lock. But Shildy talks her out of it, saying that even if she blows this lock, there are 5 more locks like it to get to the processing center. Then, Lufy blows through the locks! "You guys still here? I saw your suits back there and thought you'd croaked or something". With Lufy's droid warrior, they easily blast through the locks and destroy the fire control processing center.

Damia fires but because of the destruction of the processing center its aim is off and it narrowly misses the Sun. The Paranoids suddenly realize the true nature of Damia and warp out. Damia cannot fire anymore because of the loss of its processing center. In fact, it is close to destruction itself. Lufy, Shildy, Amy, Spea, and Catty barely get out in time.

They slowly come to. Catty looks out the window and wonders, "They're fighting...they're still fighting." Lufy says, "Let's go back." Shildy ends the OAV with the question, "Do you still believe that there can be a victor in this war?" Chaos looms in space....and Terra silently glides out from behind it.

This OAV series has had some of the best animation around in OAVs. If you haven't seen either of the Gall Force OAVs, I highly recommend that you do so. The animation, character voices, plotline, and soundtracks to both are excellent!



BGM REVIEWS

by Robert Chantemsin (RC)
and Masaski Takai (MT)

Macross Song Memory: Minmay Sings For You

This is the definitive BGM collection for any serious fans of the movie Macross: Do You Remember Love? It contains fourteen of Minmay's most popular songs from the series as well as the film.

I have the Compact Disc version which is excellent. It has been digitally mastered and the results can be heard. The best track is the title song, "Do You Remember Love?", which was sung by Minmay during the battle at the end of the movie. It is one of the greatest anime songs ever created. The CD also includes such favorites as "O-G Love", "My Boyfriend is a Pilot", and "Little White Dragon." (Note: The titles are in Japanese, I got a friend to translate them.) There's a good mix of ballads and upbeat selections. The recording quality is excellent in all respects.

The CD includes a booklet with the lyrics to all the songs (alas, in Japanese), as well as some beautiful Mikimoto illustrations of Hikaru, Misa, and of course, Minmay. The booklet also contains photos of Mari Sijima, the voice behind Minmay.

All in all, this is an excellent BGM collection, a worthy addition to anyone's music library. The CD version is especially good. I highly recommend it to everyone. ---RC

Project A-ko Original Soundtrack

This soundtrack includes all the great music from the popular feature Project A-ko Part I. It has some of the most exhilarating tracks of any show. By the way, I also thought that the movie utilized the music well, adding to the action onscreen rather than distracting from it.

This LP is unique among BGMs in that the three vocal songs included are sung in English! They are "Dance Away", "Follow You Dream", and "In Your Eyes". My personal favorite is Follow You Dream, a fantastic song with good lyrics and upbeat music. What surprised me though, was the quality of the instrumental tracks. Not since Megazone 23 Part II have I heard such good instrumentals. Some of the best are "Morning Light Type B", "Explosion", and "Max 5000". I really couldn't find a track I didn't like.

My record didn't come with any freebies, but I still loved it just the same. I recommend it because it's different from most other BGMS. Because it's in English, I thought it had an American style to it. This soundtrack is sure to please! ---RC

Bubblegum Crisis Part 2: Born To Kill Original Soundtrack

This CD keeps up the tradition of great Bubble Gum Crisis BGMS with an excellent selection of songs. The opening song, "Mad Machine", is an earcatcher with its driving beat. The instrumental, "Funky Doll", which plays in BGC 2 during Linna's aerobics class is also catchy and will have you snapping your fingers to it.

Also, this CD starts off a policy of having one song that has the Knight Sabers as the singers. The song here sung by the Knight Sabers is called "Suriru ni Odoru Tenshi tachi" (roughly translated: "Angels Dancing For Thrills"). The harmonizations work pretty well here. Besides its novelty value, the song itself is good. I wasn't particularly impressed with the theme song from this BGM, "Kizu Dareke no Wild" (roughly translated: "Badly Hurt Wild"). It seemed to emphasize too much the limits of Kinuko Oomori's (Priss' character voice actress and singer) voice and you could definitely hear her voice slipping at times.

The liner itself has an interesting selection of pictures (B&W, unfortunately!) of various BGC garage model kits such as Priss riding her bike, Priss in concert, Cynthia, and the Knight Sabers in combat gear. For fans of the BGC series, this is a great addition to your BGC collection. For people who aren't fans, this CD still contains a fine compendium of pop music and may still be interesting. Check it out. ---MT

Bubblegum Crisis Part 3: Blow Up Original Soundtrack

This is a hard BGM to get accustomed to. I don't say that meaning that the music is bad or anything. On the contrary, the music in this BGM is very good....I consider the music here to be superior to all the Bubble Gum Crisis BGMS so far.

The problem is that the music on this CD is much more complex. It takes a lot of listening-to to get fully accustomed to the music. I like practically all the songs on the BGM. "Victory" is a great theme song...I like it very much now. Many of the instrumentals on this album have various musical textures which lend very well to the enjoyment of the BGM. "Dream" is an especially pretty

instrumental ballad. The ending song, "Wasurenaide" (roughly translated: "Don't Forget"), is probably my favorite Priss song. The soulful guitar lead lines are great!

The only song that I have problems with on this BGM is "Ashite e Touchdown" (roughly translated: "Touchdown to Tomorrow"). This song is the Knight Sabers' song on the BGM but the guitar line just sounds too much like a certain Asia (the band) song that I know for me to feel comfortable with. It's a great song but I wish they hadn't cheapened the album by borrowing lines like this without credit. Linna (Michie Tomizawa) sings the high line and Cylia (Ryoko Sakakibara) sings the low line with Priss (Kinuko Oomori) and Nene (Masako Hiramatsu) doing the melody in this song.

Other than the copied guitar line, I have absolutely no complaint with the album. A definitely great set of music! There are no goodies this time for the BGC picture/illustration collector but I believe that the music more than makes up for it. ---MT



C/FO SUGGESTION BOX

[The following are some of the more interesting ideas (from the 1988 Annual Readership Survey) that readers would like to see (or not see) in *Celluloid Diversions*. A lot of requests for more anime news, more translations, etc. were also received. I would like to see more of this myself, but I can only print what gets submitted - I do not have time to run the C/FO, edit this newsletter, work, AND try to translate at the same time! All replies are by the editor---RSS]

Anything that gets printed is better than getting nothing printed at all. Most of what you run is worth reading, with few rare exceptions---David Morris, OH

Thank you, David, with the limited information available in this hobby, I think we do a pretty good job. We try to have at least one major article on a series or feature in every MONTHLY issue. Old time C/FO members remember when a C/FO publication only can out once or twice a year and if older C/FO members may remember when the club's publication consisted of four pages of chapter meeting schedules and minutes --- in comparison, we are doing great (but there is still a lot of room for improvement).

Would like to see most: Translations of current information in the anime mags such as *Animage*, *Newtype*, etc---Leland Hall, OH

Direct translations would violate copyright laws and it would be almost impossible to get current translations as most fan translators have other things to do besides translate (like work or study or raise a family) --- that's one of the reasons that you general do not see major articles on a series until it is over and the translators have had time to digest all the (often contradictory) information published on a series and put it all together in an article!

Would like to see: Episode title translations
---David Bliss, CA.

So would I, unfortunately, they do not get submitted. Another problem is that to be really useful, the Japanese title would have to be listed next to the English, and my computer cannot do Japanese characters (and I can't do pasteup --- lack of time and ability).

I'd like to see an article on international tape trading, specifically focused on getting started, postal procedures, penpal sources, ethical behavior, reciprocity, etc---James Winchester, KS

This is a real good idea. I'd try to get around to it myself sometime next year. If anyone else wants to try to write one, be my guest (just remember that it needs to be real strict on the ethics to pass muster).

Unless you start running articles on golf and pro wrestling anime; I'm not likely to complain---James

Winchester, KS

Sorry to disappoint you, but I'd really like to see some short articles on the sports anime in Japan --- it seems to be very popular with the Japanese and shouldn't be completely ignored by the C/FO.

Would like to see: Articles on translating Japanese to English---Mark Dmuchowski, FL

This is such a complex subject that I do not think that we could do much in a monthly newsletter, but I wouldn't mind if someone gave it a try.

Would like to see: More fan fiction - I've enjoyed Pat Munson-Siter's stories very much, and stories on other subjects would also be interesting. Also, this does NOT require the writer to be fluent in the Japanese language. A big plus for would-be writers---Jan Birdsall, CA

I agree with you, but then I like fan fiction. Unfortunately, not everyone agrees with us. One person even said (on his survey form) that he "did not think it [fan fiction] was appropriate for this type of publication". When I took the first readership survey, only TWO people wanted to see any fan fiction. I ignored that and ran fanfic anyway, and the number of people wanting to see it has grown greatly (but the people who do not like it, really HATE it). I'd eventually like to see about 20% of each issue be good fanfic!

No more political backstabbing/bickering, I'm seeing less of it - but I'd like to not see any at all---Jan Birdsall, CA

I'm not real sure what you are talking about here, Jan. There will ALWAYS be club politics in this newsletter --- the membership has the right to be informed of the what the club is doing and why it is doing it --- and this newsletter is really the only forum we now have for doing that. Members will always be informed of video pirates and rules-violators as only by informing people of the rude activities of these crude people can we hope to put a stop to their behavior! However, I do not see any of this as "political backstabbing/bickering". In fact, there has never been anything that I would call "political backstabbing/bickering" in this publication! If you were talking about the items I mentioned earlier, I can only state that they must remain for the reasons given. However, if you are talking about something else, I'd really appreciate a letter with more details --- after all, some people seem to think that anything that they disagree with is "politics", at least one apx I'm on has that problem...

Would like to see: Interviews and articles on Japanese animators: how they got started, past achievements, future plans.

That would be interesting, but interviews would be almost impossible to get on the C/FO's budget. We have no money to send someone to Japan to get the interviews (let alone pay

translators or the like that would be needed). Articles are possible - if their is anyone out there who has the needed information and is willing to write the article.

Would like to see: Another staple in the CD. This newer format comes apart too easily if not handled properly.---Roland Ortiz, TX

Good point. We are now putting two staples in all issues (or, at least, I am putting two staples in on those I staple, I can only promise to tell others doing stapling to do so - as they are not being paid, I can't force them to do this if they believe it to be a waste of time).

Something about anime soundtracks would be interesting.---David Fleming, IL

Yes, it would! Any soundtrack collectors want to do a regular review column? A few reviews were submitted for this issue, I would not mind seeing this become a regular monthly feature. And speaking of reviews, how about reviews of new OVAs? You do not have to speak Japanese to comment on the animation, basic plot, and such!

Would like to see: A series of articles on the making of animation, starting from pre-production to the finish. It would include such subjects as character design to the technical processes.---Rob Towner, UT

Would anyone else be interested in this and would anyone be interested in writing it?

Identify the characters from the spot illos and other art in the newsletters. It would give the newsletter a more professional look, and it would help newcomers choose what series to find out about.---Wilfredo Segarra, PR

I have repeatedly asked our artists to print their name and the name of the character (and the series/feature) it's from on the back of EACH and EVERY illo. Fewer than 1 in 30 do, and I refuse to guess as I do not have a visual memory and unless the drawing is an exact reproduction of the way I see the character in a series I watch almost every day, that's what I'd be doing is guessing. Until our artists decide to tell me (on the illo) what they drew and where it's from, I can't do much (you have to live with the abilities you've got).

Do not like to see: Feuds of any kind. If there are problems with a person or organization, please print them elsewhere.---Wilfredo Segarra, PR

Sorry, but there is no "elsewhere" to print this information and it is important to many members. You can be kicked out of the C/FO for dealing (in any way) with video pirates and members have to be informed of people who have been banned from trading tapes due to rules violations because they can lose their privilege of obtaining dubs if they provide tapes to such individuals while they are banned. If people would obey the rules, we wouldn't have these problems.

Would like to see: More information about happenings that affect the club and its membership (example: Wingate problem).---John Wilson, TX

I included this comment to show that everyone wants different things out of this newsletter. Wilfredo wants to see less on this stuff while John thinks there should be more! When different members want to see exactly the opposite things it is not possible to please both, no matter how hard we try!

Would like to see: A greater showing of unity. C/FO should help join anime fans together - how about mentioning the goings on of other groups---Richard Andreoli, CA

We have always been willing to publish official news (but not rumors) from other like-minded (i.e. they do not allow for-profit dubbers or those who deal with them as members) anime groups if it would be of general interest to the readership. Unfortunately, the officers of most groups do not seem to have the time to send in the information. Unity starts with communication and most other groups, except for the Earth Defense Command and SDF-Fort Worth, seem unwilling to take the time carry on meaningful communication. (That was one of the big problems with the old-style chapters, they did not stay in contact with the general organization --- and to be honest, if you can't get an organization's own subordinate units to stay in touch, it's probably a lost cause to try to get independent groups to do so!)

I would like to see information on animation other than Japanese and American. I would like to see what other countries have to offer animation-wise.

So would I! Is anyone "in the know" interested in writing an article or two?

Would like to see: Episode guides to TV shows (e.g. Orange Road, City Hunter, Maison Ikkoku, 22 Gundam. But I am aware that if no one translates, then there can't be an article on them. Although I do like the Votoms synopsis by David Stowell in the C/FO-San Antonio section even though I've never seen a Votoms episode.---Gene Chin, CA

The main problem with episode synopses (other than getting someone to do them) is their length. I could run a nice set of Gundam synopses, but they'd fill up an entire issue and bore everyone who is not a Gundam fan to death. It'll be interesting to see how the Rose of Versailles article of last issue went over. What most people do not understand is that there are not translators out there who will produce free synopses on demand. Fan translators tend to only do shows they like and are really interested in, and the shows most translators seem to really like are among the least popular shows among the C/FO's membership (and why should they waste their time translating stuff for a show they hate just because it is popular --- they are not being paid for their efforts, after all!)

Would like to see: Other artists, not just the usual ones, they are great, but I know that there are lots of other good artists out there!--Sarah Still, TX

There probably are "lots of other good artists out there", but I can only print what I get. For example, a local San Antonio area fan is always complaining about the number of Pat's Saint Seiya illos I run. Well, in an average month, I get 10 to 20 illos from Pat and maybe 12 from all other artists combined. As I need more than 20 illos for every issue, guess whose art gets used an awful lot? Some of the art I get can't even be used because the artist didn't write his/her full name on it somewhere so it can be properly credited. While "G"- "L"- "unreadable letter" is probably meaningful to the original artist, it is meaningless to me - I need a full name!

Would like to see: More information about what's happening and being planned in Japan. Lighten up, the last couple of issues are too serious. Not just articles of humor but the whole tone of the 'zine. This is supposed to be fun.--Richard Suzuki, CA

No one sends in much info on what is happening and being planned in Japan. I could translate the info from the anime zines myself, but then I would not have time to type in, edit, layout, and mail the newsletter, so no one would get the info. In other words, I'd love to have it, but someone has to translate it and submit it. I cannot do everything myself! As for CD being serious, it is. Your editor is a very intense and extremely serious person and that is how the newsletter comes across. While the title "Chief Protector Against Silliness" is a very old joke, it fits.

Would not like to see: Complaints about using the library. I've never used it and am tired of getting a

newsletter full of abuse even through it is not directed at me.--Richard Suzuki, CA

This newsletter has been the official communication link between members and the tape library since this newsletter began and it will remain so as it is the only publication that reaches over 80% of those using the library. We do not have the time or the money to do a separate newsletter just for those people using the tape library. If people would obey the clearly stated rules, I would not have to write articles like the one that appeared in the first "The Video Library" column. I'm sorry that you do not like to see this, but until people start following the rules to the letter, you are going to have to put up with them - perhaps you should complain to the people abusing the system and causing the nasty articles to be written?

[Do you disagree with any of my replies to these suggestions? Do you have any additional suggestions or comments that you feel need to be made? Do you just have something you feel needs to be said about the C/FO? We sure hope that you do, because we are starting a new letter column devoted to ideas, suggestions, comments, and complaints from the membership of the C/FO. See this month's editorial for more information and then send your letters to:

Anime Forum
c/o Randall Stukey
4122 Tallulah
San Antonio, TX 78218-3452

We want to hear from you!--RSS)



APA HASHIN II

by Randall Stukeby

A new C/FO apa is being formed from the ashes of APA HASHIN (the now defunct C/FO-San Antonio social apa). For those of you who do not know what an apa is, it can best be described as a written group discussion. The members of an apa send in collated and stapled copies of their letter of fanzine to the OE (Official Editor, sometimes referred to as the Central Mailer) who staples the contributions of all the members of the apa together and mails them out to the apa membership. The members of the apa can then read everyone else's letters stories, translation attempts, etc. and reply to any or all of them in their letter/zine for the next issue. If you like to communicate with others and/or you have a creative bend that you like to show off, then joining an apa is something you might want to consider.

I am printing the rules for APA HASHIN II in this issue for two reasons. First, of course, in an attempt to interest some of you in joining APA HASHIN as it will be only the C/FO's second official apa. (For C/FO history buffs: Mary Kennard attempted to start an official C/FO apa several years ago, but it died after its first issue when Mary moved to Japan.) However, the second purpose of printing these rules to give other C/FO members a sample set of rules that they can work from if they want to start their own apa --- several members have asked and until I finally get time to work on the C/FO Handbook, this seems like the best way to get the information out.

If you are interested in joining APA HASHIN II, fill out a copy of the membership application and send it in along with the first year's dues and an SASE and you will be notified in early January of the exact copy count for the first issue (which will sport a nice color cover courtesy of APA HASHIN II member Pat Munson-Siter). First come, first served. Applications must be received by 5 January 1989!

APA HASHIN II RULES

Effective with issue #1 - February 1989

OFFICIAL EDITOR:

Randall S. Stukeby
4122 Talkulah
San Antonio, TX 78218-3452
(512) 655-2678 (between 7pm-9pm CT)

CONTENT:

This apa is a SOCIAL APA for the discussion of anime, manga, anime/manga fanzines, anime/manga roleplaying, and related

subjects but the OE generally will not scream if you want to discuss other things so long as they are of general interest to the majority of the APA's membership. Fan fiction, artwork, translations, background information, gaming information, comments, general BS are all welcome in this apa. Personal attacks, feuds, discussions of general C/FO politics (or the politics of any other fan club for that matter), and the like are not welcome in this apa. The fact that many of members of the C/FO Board of Directors are members of APA-HASHIN does not make this apa a forum for discussions of C/FO business and politics. The C/FO has a publication (C/FO-COMMUNICATIONS) specifically set up for discussion of C/FO business, so if you are a C/FO member and want to talk about C/FO business, do so in C/FO COMMUNICATIONS (and not in APA HASHIN II).

Please remember that you are working in a written medium with people who may only know you through your tribs. Sarcastic comments are generally mis-interpreted as insults by those reading them because your writing lacks the inflections and body language that is used to tell a sarcastic comment from an insult when you are talking face-to-face! The best advice is to simply NOT use sarcasm, but if you must, please use the "smile" symbol :-) that has been developed in telecommunications to let everyone know that you are indeed joking or being sarcastic! For example, instead of simply stating "Only a mentally defective person would like Transformers," and hoping that those reading this line will GUESS that you are joking, say "Only a mentally defective person would like Transformers. :-)" - thereby definitely telling everyone that the statement was meant in jest!

There is no restriction on including X-rated, slash, or S&M material in this apa (but don't expect everyone to look at and comment on such material, many people just skip over such stuff)! Feel free to include X-rated stories and artwork if you are so inclined, no one has to read/look at them if they don't want to --- however, it is polite to warn people about such material before they get to it. If you object to such material or are not of age, please do not join this apa.

Translations that appear in this apa are (probably) amateur efforts. So, if you point out mistakes, please do so nicely --- without insulting the translator's efforts, knowledge, or intelligence. Please understand that there is no "correct" way to transliterate names and such. The OE considers pointing out petty translation errors and arguing over the correct transliteration of names as petty feuding and will treat it as such.

The OE reserves the right to remove any and all material that he considers to be insulting, feuding, or club politics from any trib submitted. The OE reserves the right to do this without any warning or prior notice - the OE will not hold up the apa while arguing with one person on whether or not his trib must be edited - the OE's decision is final and may not be appealed. Please note that the OE has a thick skin and judges whether or not a statement is insulting by whether or not he would be insulted by the statement if it were directed to him. (The OE cannot be you, so he cannot tell what you would consider insulting!) Bitching about the enforcement of this rule to the OE or other members (e.g. "That was insulting to me, why didn't you remove it" or "How dare you remove a

page of my trib - it wasn't meant as an insult") is the only SURE way to get kicked off this apa as this was one of the main things that contributed to the death of the original APA HASHIN - I want to make it absolutely clear that such problem behavior will not be tolerated on this apa. The OE does the best he can - if you think you can do better, GO START YOUR OWN APA.

COPY COUNT:

The Copy Count for this apa shall be the number of Full Members (maximum of 25) plus 5. Please note that the OE will not copy your zine for you (unless special arrangements are made with the OE). It is your responsibility to send the OE the proper number of copies of your trib and to get them in on the date they are due.

STAPLING:

The OE does not collate or staple tribs either. You must send in your tribs collated and stapled. All tribs are to be stapled: one staple in the upper left hand corner (preferably parallel to the edge of the page).

MINAC:

Minac (minimum activity) is 12 pages of original material each year, with a trib in (at least) every other issue. Advertising, article reprints, and/or material that is reprinted from other apas does not count toward minac. You must produce at least 12 pages of original material every year.

Advertising or plugs for mail-order companies may only be included if the company STRICTLY follows the FTC's Mail Order Rule. Advertising or plugs from companies that OE has too many complaints about will only be allowed if the company posts a \$250,000 bond that will be forfeited upon any valid complaint about a violation of the FTC's Mail Order Rule. Ask the OE before advertising any mail-order company - ads for companies with complaints and no posted bond will be pulled!

FREQUENCY:

This apa is QUARTERLY. Tribs will be due (in my mailbox, not just in the mail) on the 7th of February, May, August, and November. The completed APA will be mailed out no later than two weeks after these dates, barring unexpected problems. Sections which arrive late will be held for the next issue (and used if the OE remembers them 3 months later). Provided they were postmarked before the due date, they will save you from minac - so long as you do not make a habit of it. In you must Express Mail your trib, please sign the waiver that lets the post office deliver the package without a signature!

MEMBERSHIP:

This apa is a membership club and shall be an affiliate of the C/FO. The membership of this apa shall consist of Full members (those members actually tribbing to the apa), and Wait List members (those members who are on the wait list). Membership in the general C/FO shall not be required for membership in APA HASHIN II, but non-C/FO members shall pay 150% of the dues paid by C/FO members.

Any person interested in animation and of legal age may become a member of this apa. (Persons who are not of legal

age may become Wait List Members but may not become Full members under they reach legal age.) However, no person shall be a member of this apa (either Full or Wait List member) who sells or trades unauthorized copies of any videos the member owns or has access to for profit of any kind or who knowingly supports the activities of any person, business, or organization who sells or trades copies of videos for profit. The phrase "copies of videos" shall include unlicensed copies of copyrighted commercial films, videotapes, laserdiscs, etc. (but shall not be construed to include properly licensed copies of such material in which a royalty fee is paid to the copyright owner in accordance with a written agreement with the copyright owner) and copies of material taped from television. "For Profit" shall include requesting extra blank tapes, a fee greater than 25 cents per tape for "wear and tear on the machines", a fee for personal services in making copies, or any other method of material gain through the dubbing of tapes. Any member found to be in violation of this paragraph shall have his or her membership terminated. All members shall be required to sign a statement that they have read and understood this paragraph as a condition of membership in this apa.

Membership dues shall be set by the OE on an annual basis and shall include book rate mailing within the continental US. The dues shall also cover the cost of printing the covers and OE's section as well as the C/FO Affiliate chartering fee. Dues shall be payable with the February issue each year. New members joining later in the year shall pay pro-rated dues.

The OE reserves the right to terminate the membership of anyone who repeated violates the rules of this apa or who fails to meet the minac requirements. Such a member may only be reinstated if two-thirds of the current membership vote to overrule the OE's decision.

VOTING:

In the tradition of most apas, the OE is god and his word is law. However, the OE is a strong believer in democracy and will probably put questions he considers of major importance to a vote of the membership. In the event that the APA does need to vote on something (OE's decision final on whether a vote needs to be taken), each Full member who shall have one vote, and each Wait List member will have one-half vote.

WAIT LIST RULES:

The Wait List on this apa is not a first-in, first out queue - when a slot opens in the Full membership, the Wait List member who has contributed the highest number of pages to the apa while a Wait List Member will become a Full member - in case of a tie, the person who has been on the Wait List the longest will become a full member.

To join the Wait List, a person must sign the membership statement, pay the Wait List Dues (50% of the full dues) and submit an introductory letter for distribution through the apa. When a Wait List member becomes a Full Member, he shall pay the difference between the Wait List dues and full dues.

Wait List members are welcome (and are encouraged) to contribute to any and all issues of the apa. Wait List Members may purchase copies one of the extra copies of the apa (so long as they last) at the cost of mailing plus \$1.00.

In the event that more Wait List Members want copies than there are copies available, priority shall be given first to those Wait List members who contributed to the issue and then by length of membership on the Wait List.

COPYRIGHTS:

Copyright to any and all works printed in this apa remain with the contributor (or original author or artist if that is not the contributor). However, by participating in this apa you specifically agree to allow reproduction of your work for the following non-profit purposes:

1) for the personal use of any member of this apa

2) for use in any non-profit anime fanzine produced by a non-profit anime fan club (OE or author's PRIOR written approval is required and a copy of the zine is to be provided to the author and the OE at no charge immediately upon publication - failure to adhere to this requirement WILL result in a lawsuit as will publication in a "for profit" publication [e.g. ANIMAG, ANIME-ZINE] without the PRIOR WRITTEN permission of the original author)

3) for use in a possible annual "Best of" fanzine to be produced by the apa and sold at cost to non-members. (All members whose work is used in one of these "Best of"

publications will receive a free copy thereof.)

Note that members of group tribs will only receive one copy of this apa between them, but that each member of that group (who has paid his/her dues to this apa) is authorized to make a personal copy of the apa.

OTHER RULES:

I can't think of any more rules that will be needed, but if any come up they'll be published on a future OE's page and either put up for a vote or enacted by the OE's proclamation (depending upon how strongly the OE feels the rule is needed). While this APA is not being ran by committee, I am more than willing to listen to all suggestions and ideas for improving this APA and making it more fun for everyone - provided such suggestions do not require the OE to do more work - the OE's time is LIMITED!

APA HASHIN II DUES FOR 1989:

General C/FO Members: \$10.00

Others: \$15.00

Make checks payable to Randall S. Stuke. DO NOT SEND CASH!

APA HASHIN II MEMBERSHIP APPLICATION

Please print ALL requested information and sign the membership statement at the bottom of this application.

NAME: _____

STREET ADDRESS: _____

CITY: _____ STATE: _____ POSTAL CODE: _____

COUNTRY: _____ PHONE NUMBER: _____

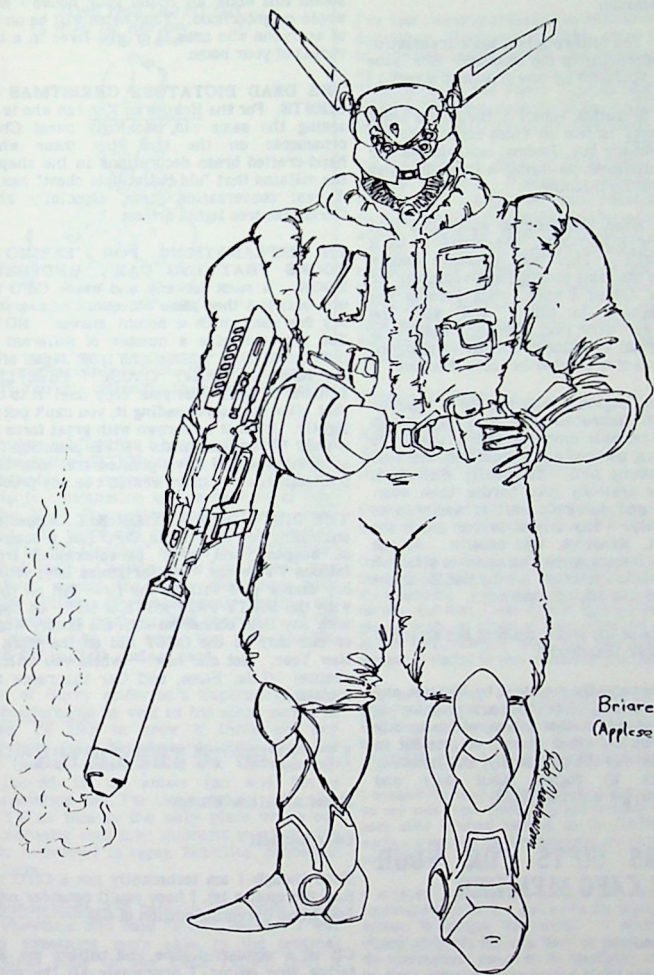
AGE: _____ SEX: _____ OCCUPATION: _____

IF A GENERAL C/FO MEMBER, LIST YOUR EXPIRATION DATE: _____

Your name, complete address, and phone number WILL be listed in each issue of the apa. (Your age, sex, and occupation will not be listed). Phone numbers MUST be listed, the main purpose of APA HASHIN II is communication and unlisted phone numbers interfere with communication, the OE may make an exception in VERY USUAL situations but even then, the OE MUST have your phone number!

MEMBERSHIP STATEMENT: I certify that I have read and that I understand the rules of this apa, including the rule that prohibits any dealings with any person, business, or organization which sells/trades copies of videos for profit, and I further certify that I understand that my membership in this apa may be terminated if I knowingly and/or repeatedly violate these rules or if I deal with for-profit dubbers in any manner that implies acceptance of their activities. I understand that publications produced by members of APA HASHIN II and included in this group's publications may contain material of an adult nature (X-rated), I therefore further certify that I am of legal age to obtain such material in my state of residence and that I have no objection to receiving such material in any publications produced by this group.

MEMBER SIGNATURE: _____ DATE: _____



Briareos
(Appleseed)

Uchu no Senshi (Starship Troopers)

by Scott K. Jamison

(Author's Note: The following is a loose translation of an article appearing in the November 1988 issue of Animedia. I apologize for any grievous errors.)

The late great SF author Robert A. Heinlein's novel Starship Troopers is now in video form. It's the story of an ordinary boy, Johnny, and his journey from army enlistment to being a commissioned officer in the mobile infantry.

A girl Johnny likes, Carmencita, announces that after graduating high school, she wants to be a Space Navy pilot. This peer pressure causes Johnny to make the same decision and volunteer for the Federation Armed Forces. His parents are vehemently opposed to this. But with the possibility of war very real, Johnny's resolve is firm. Upon formal enlistment, Johnny is assigned to the Mobile Infantry whether he likes it or not.

Johnny's new unit begins a daily routine of rigorous training. Drill Instructor Zim is a very tough sergeant. The recruits envy the senior units who already are using powered suits while they are still enduring a running hell. Eventually their turn comes, and the training gets harder than ever. They do well, and Johnny's unit is assigned to fire-fighting duty. The stress is too much for another recruit, Hendrick, who deserts. At the same time, New Buenos Aires Spaceport is attacked by mysterious alien lifeforms. In the middle of the fleeing crowd we spot Johnny's mother....

The first volume of the series collects two episodes: #1 "Johnny" and #2 "Hendrick".

(The series is apparently produced by Sunrise and distributed by Bandai. The sidebars promise us plenty of powered suit combat action, which is only to be expected, as the other feature of interest in the original book was the philosophy, and listening to people talk in dogma about duty and responsibility can get wearing--SKJ)

CHRISTMAS GIFTS FOR YOUR FAVORITE C/FO MEMBER (Part 1.5)

by Omar Velasco

THE HOKUTO NO KEN DOOR BELL. A favorite

for the fans of the series. Every time a visitor rings the doorbell, the famous battle cry of KENSHIRO (Khl, yi yi yi yi yi yi yi yi yi yi yi yi yi etc.) will sound full blast all around your house - and your whole neighborhood. Your name will be on the lips of everyone who uses it or who lives in a two-mile radius of your home.

THE DEAD DICTATORS CHRISTMAS ORNAMENTS. For the *Hokuto* no *Ken* fan who is tired of seeing the same old, sickeningly sweet Christmas ornaments on the tree, try these whimsical hand-crafted brass decorations in the shape of all the villains that "old bullet-hole chest" has wasted. A real conversation piece, especially when the Christmas tree lights are on.

101 EXPLANATIONS FOR "SEEING CARTOONS THAT YOU CAN'T UNDERSTAND!" BOOK. A must for any and every CIFO member who suffered that same old question everyone and his dog asks, with a decent answer. NO MORE! You now can give a number of different snappy comebacks from "Animations from Japan are a new art form" to "WHY? 'CAUSE I FEEL LIKE IT, ROUND EYES!!!!" Get your copy now! It is the book that after you start reading it, you can't put it down lightly. It must be thrown with great force against a wall. It is now in its FIFTH printing!! (If the publishers would have printed the book the first four times better, there wouldn't be any problems.)

THE DIRTY PAIR ACTION KIT. A special little something for your little C/O fan, a complete kit of weapons and other paraphernalia from the famous TV series. On Christmas Day, your young boy and/or girl will be the first kid on the block with the DIRTY PAIR ACTION KIT. Of course, as with any item connected with the Lovely Angels, he or she may be the ONLY kid on the block by the New Year. Get one now --- while you still have a chance! (Life, Home, and Car insurance are not included.)

LETTERS TO THE EDITOR

From a Fellow Editor

Dear Randall --

Even though I am technically not a C/FO member (but the spouse is), I hope you'll consider using the LoC in an upcoming edition of CD.

CD is a wonderful zine and believe me, being a fellow zine editor, I appreciate all the work that goes into putting out a publication of this size and

NO ONE KNOWS WHAT IT'S LIKE
TO BE THE BAD MAN...
HA HA HA HA!



ELMER SINGS THE WHO

quality --- and monthly to boot. (To paraphrase Kipling [?]: You're a better fan than I am, Randall Stukeley)

As for my own publication, I hope you'll allow me to mention the following. During the summer of '88, I also conducted a survey of my COMLINK readership in combination with a ranking of Star Trek: The Next Generation episodes and main characters. In cases CD readers are interested, episodes "The Big Goodbye" was first and "Justice" was ranked last. Captain Jean-Luc Picard was ranked first among the main characters with Commander William T. Riker barely beating out Wesley Crusher as most disliked character. If CD readers would like to read the full results, COMLINK #37 is \$2.00, postage paid.

As a fan of Gerry Anderson's Supermarionation series Thunderbirds as well as his other series in the genre, I'd like to know if there are any Technovoyager (aka Thunderbirds 2086) fans out there or fans of both TB and TV. Because my spouse Dafydd is an anime fan and I'm a Supermarionation fan, I'm interested in collecting info on TV as this is the only place where our usually mutually exclusive interests overlap. I'm especially interested in tapes: Subtitled, dubbed or original form.

I saw Thunderbirds 2086 back in 1985 when it was run on Showtime and said "P'tui" because I was expecting something more akin to the original Thunderbirds done in the 1960s rather than a Japanese interpretation of the series. Now that I've gotten more appreciative of Japanese anime, I can

now view the series in the different light and I'm anxious to do so.

I've just recently ordered the 1984 British published annual on Thunderbirds 2086. Once I get a chance to view the series again, I might be able to scratch up an article for CD--something akin to "A Thunderbirds fan views Thunderbirds 2086?" I'll make a tentative promise to do something like this for you, Randall, if you are interested.

I'm enclosing a copy of COMLINK #37 with the survey results. I enjoyed reading your survey results and I hope you enjoy reading mine. (My first Bachelor's degree was in Communications Arts where I studied how to construct and give out surveys -- so I'm always interested in fanish surveys. I'd personally like to see you do more demographics, i.e., how many males/females, age breakdown, marital status, etc. to give a general idea of the makeup of your average member. This information will help you in targeting your advertising.)

Thanks for listening.

Allyson M W Dyar
Forty-A Cecil Lane
Montgomery, AL 36109-2872

(Thanks for your LoC --- I'll be happy to print it (especially as it contains some much appreciated praise for the editor).

Offhand, I do not know any Technovoyager/Thunderbirds 2086 fans, but hopefully printing your letter will bring a few out of the woodwork. I've seen a few episodes, but it did nothing for me. But then, I was a fan of Supercar (and would love to get my hands on copies of that series) and most people look at me very strangely when they hear that. When I was younger, I wanted to grow up and be just like Master Spy!

Your article idea, "A Thunderbirds fan views Thunderbirds 2086", would be more than welcome! I do not know how well-received it would be by some of the readership who have little or no interest in anything other than current JAPANESE anime, but that would be their problem.

I enjoyed the copy of COMLINK #37 that you sent me. Your survey was most interesting and probably very accurate. I have done informal surveys on the ST:NG characters at various area cons and the responses are very similar to those you received.

I majored in computer science and know nothing about constructing surveys, I just write the questions and set up a system to analyze the results. I would like to collect demographic info but only have so much room and consider the information I collect on the newsletter and C/FO policy to be more important than martial status and such. However, the 1989 C/FO membership application will probably start

asking a few demographic questions in addition to our current questions on sex and age:

- 1) Martial Status
- 2) Money spent on anime/month
- 3) Time spent watching anime/month
- 4) Time spent on fanac/month
- 5) Profession (Major if Student)

I would welcome any ideas that you might have for next year's survey - I am always willing to listen to advice from someone who knows what they are talking about (I may not always like it, but that's another story). Most C/F/O members are completely uninterested in this type of material, most of them simply want to see more anime and could not care a bit about this type of information.

Anyhow, I'd better quit. Thanks again for the LoC and the copy of COMLINK --- and I am very glad that you and Dyar are enjoying CDI---RSS]

Calling all Robotech Fans

To all Robotech Fans, a very important note:

I greatly feel that we are being given a special opportunity. Robotech in itself is going into a bit of a slump. I have been able to see this from the fans that I talk to and relate with. The fans who got their start in Japanimation in North America I believe a great number of them started with Robotech. However, due to the fact that Robotech has now been in North America for some time, these fans are now moving on to newer animation from Japan.

Robotech fans were promised a new series, but after certain deals fell through, Harmony Gold shelved the project indefinitely. The good news is, the little bit of animation that was done for the Sentinels is now in the hands of Palladium Books for distribution and this is where our golden opportunity lies.

All Robotech fans should send to Palladium books for a copy of the Sentinels movie. The movie is a very good price (about \$24). I strongly believe that if this movie sells well there is a good possibility that Harmony Gold will consider producing more of the animation for the Sentinels.

I know that there is a large temptation to make copies of this movie for yourself and friends, but the temptation must be curbed in order to increase sales (and it is also illegal). I feel that the Sentinels video will prove to be a major key in whether or not Robotech will survive in North America.

Also, write letters and give support to clubs, magazines and TV stations that have or had anything to do with Robotech showing your support. Let's all show Harmony Gold that there is a future for the excellent project that they brought over from Japan.

Sincerely,

Brian Rogers
865 Saskatoon Rd
Kelowna, BC Canada V1X-1X3

[Good luck, Brian, but I hope you aren't counting on the sales of the Sentinels video to finance the production of the rest of the series! Assuming that HG receives about two dollars from every tape sold and that production costs are the same as they were a couple of years ago, about 20 million copies would have to be sold, and that is unlikely. Robotech fans would probably be better off spending thousands of dollars each on toys to show the toy companies that provide the bucks to finance these shows that their money would be well-spent!---RSS]

THE VIDEO LIBRARY

by Randall Stukeby

A THANK YOU

There has been a major improvement in the number of people actually following our tape dubbing rules since the first installment of this column appeared two months ago. I would like to thank everyone who cleaned up their act - I don't think you know how close this service came to shutting down completely because I was very tired of dealing with members who thought that they could ignore the rules! Please keep up the good work, it makes our dubbing task so much easier.

NEW VIDEO LIST DELAYED

Normally we would be printing the new C/F/O-San Antonio Video List and Dubbing Rules this month, but we have decided to delay this list until the first joint issue of CD/NCB so that a copy of the new list will go out to ALL general C/F/O members. The next set of rules may greatly limit the right of non-general C/F/O members to obtain tapes from us (in the interest of promoting general C/F/O membership), however, we are undecided on this point at this time.

TAPES DELETED FROM THE C/F/O-SA LIST

The following tapes have been DELETED from the C/F/O-San Antonio Video List and are no longer available:

C052

C054

C053

The episodes that were on these tapes are available (in much better condition) on tapes Y130, Y131, and Y132. Please do not request copies of C052, C053, or C054 in the future - such requests will be returned undubbed with NO explanation (the explanation is being given here and I see no reason to waste my time repeating it).

NEW TAPES

The following new tapes have been added to the collection or better copies have been obtained.

C112 4hr Saint Seiya #1-10 (upgraded copies)
C113 4hr Saint Seiya #11-20 (upgraded copies)
C135 4hr Samurai Troopers #1-10 (upgraded copies)
C137 4hr Tales of Little Women #1-10
C138 4hr Saint Seiya #81-90
C139 4hr Samurai Troopers #11-20
M040 2hr My Neighbor Totoro
M041 2hr Aura Battler Dunbine OVA III
M042 2hr Iczer I Special Edition
X048 4hr What's Michael OVA I & II, Saga of the Milky Way Hero, Borgman #7-8

Special Thanks to Pat Munson-Siter and Peter J. Plank for copies and spec trades.

TAPES TO BE DUBBED ON DECEMBER 5TH

There are currently 35 tapes in the dubbing pile. Dubbing was slow in November due to the two cons I attended and the fact that I was using my machines for my own purposes. Dubbing will be even slower until January as I traditionally make dubs as Christmas presents for my close friends in December (sorry, about that, but the machine are mine you know). It is currently taking an average of 8-10 weeks to dub your requests and get them mailed out to you - hopefully this will improve somewhat early next year.

TAPE PROBLEM

I received a package from Charlie Horne sealed in one of the postal service's plastic bags. In this bag was the remains of a thin paper mailer addressed to me and a small (padded) return mailer addressed to Mr Horne. There were NO tapes in the bag and as Mr. Horne did not follow the rules and write the number of tapes to be enclosed on his return mailer, I do not have any idea how many tapes he sent (the return mailer could hold one tape easily, two if forced, and had \$2.40 postage on it - hopefully he followed the rest of the rules and put his name and address on the tapes themselves and so he will get his tape or tapes back marked "Found Loose in the Mail" (if they were not eaten completely).

Please do not use thin paper mailers, only use

padded mailers - every tape the post office has lost (save one) has been in a thin paper mailer. ONLY A FOOL OR A CHEAPSKATE WOULD TRUST HIS/HER TAPES TO THE TENDER MERCIES OF THE US POST OFFICE'S AUTOMATED EQUIPMENT IN A THIN PAPER MAILER --- I do not know any more polite way to say this!

Also, there are two kinds of padded mailers, if you have a choice buy the ones with air bubbles (like you can get at the post office), not the ones with "insulation-like" padding for two reasons:

a) The insulation-type padding can contaminate your tapes and ruin my heads (put your tapes in a sealed plastic bag if you simply must use this type of mailer).

b) The blasted "insulation" gets all over me and my room 4 times out of 5 when I open these bags, no matter how carefully I try to open them.

Thanks.



C/FO-SAN ANTONIO SECTION

DECEMBER MEETING SCHEDULE AND EPISODE SYNOPSIS

December Meeting: December 11, 1988
at the Winston Apartments' Club Room on Sir
Winston Drive

Times are approximate

- 1:00 - 1:30 Dragon Ball
- 1:30 - 2:00 Mobile Suit Gundam #13
- 2:00 - 2:30 Urusei Yatsura
- 2:30 - 3:00 Gatchaman II #11
- 3:00 - 3:30 C/FO-SA Executive Board Meeting
- 3:30 - 4:00 Aura Battler Dunbine #3
- 4:00 - 4:30 C/FO-SA Business Meeting
- 4:30 - 5:00 City Hunter #21
- 5:00 - 5:30 Saint Seiya #17
- 5:30 - 6:00 Hokuto no Ken #107
- 6:00 - 6:30 Hokuto no Ken #108
- 6:30 - 7:00 DINNER BREAK
- 7:00 - 7:30 Votoms #31
- 7:30 - 8:00 Brave Little Toaster
- 8:00 - 8:30 Lupin III Part I #6
- 8:30 - 9:00 Dirty Pair #18
- 9:00 - 9:30 Requests

Suggested Donation:

C/FO Members - \$1 Non-C/FO Members - \$2

GUNDAM #13: "Reunion, Mother" by Ray Elliott

While everyone else is enjoying some well deserved R&R at a Japanese beach, Amuro has gone off to visit his old home town and to try to find his mother. He finds his old house, but it is full of drunken Federation soldiers and contains no clue as to his mother's current location. Just before he leaves, he finds an old doll that had been when he was young. This makes him remember how his parents had separated years ago.

After leaving his old house, Amuro tries to interfere when some soldiers steal some apples and comes out on the losing end of a fight. The old woman rescues him when she finally recognizes him and tells him that most of the town's citizens are refugees. She suggests that Amuro look for his mother at a nearby refugee center. Meanwhile, some Jion scout planes are spotted by White Base and Noah sends up Ryu in a fighter to shoot them down.

Amuro lands his fighter near the refugee camp (much to the dismay of the civilians who tell him that Jions are in the area). Amuro finds his mother and has to tell her that his father is apparently dead. Before she can really react to this news, Jion soldiers appear looking for Amuro. His mother hides him under a blanket and he pretends to be ill. The Jions try (and fail) to bribe the refugees with candy and are about to leave when disaster strikes. Amuro's communicator comes to life - Noah has ordered Amuro to go the Ryu's assistance and Saylah is trying to get in touch with him to give him the order. The soldiers hit his mother and Amuro shoots one of them (to his mother's horror). The other runs off. Amuro tries to explain things to his mother, but to no avail. Saylah calls again and orders Amuro to go to Ryu's aid. Despite his mother's pleas for him to stay with her, he takes off.

Amuro attacks a group of Dopps as they try to take off. Just as the battle begins, a successful experimental maneuver is carried out which allows Amuro to obtain his Gundam without having to return to White Base. Amuro and the Gundam make short work of the Dopps and their Jion base.

After the battle, White Base lands near the refugee camp to pick up Ryu and Amuro. His mother gives Amuro his doll, still shocked that her son could have become a killer (she is apparently the source of most of Amuro's pacifist attitudes). Noah comes out and tells her that she should be proud of her son --- which does nothing to make the situation any better. Amuro says goodbye and returns to White Base. His mother cries as it leaves.

LUPIN III Part I #6 by Ray Elliott

This episode opens with a stranger taking Lupin to a large house during a rainstorm. He meets Fujiko there and she tells him the plot. While walking with Jigen, they are attacked and Lupin is wounded before they can get rid of the attackers.

At the doctor's office, Lupin finds out that the person they are working for is a top gangster. When they go back to the house, Lupin and Jigen find the boss in a death-like state. After talking to the boss' right hand man, Lupin goes to talk to Fujiko. After Fujiko leaves, Lupin, Jigen, and a couple of the boss' men stay at a cabin.

During their stay at the cabin, there is a little fight and Jigen is shot. Lupin finds Fujiko and tells her that he is on to her scam and has the Jigen body dropped in front of her. He reveals that it was not Jigen but the guy who took him to the house disguised as Jigen.

The next day we see the Inspector getting ready to take the body. At the same time, Lupin is making his plans. His plan involves switching the van carrying the body twice as he steals a large gem from the body.

After Lupin steals the gem, it is stolen from him by Fujiko and one of the boss' men. Jigen shoots the boss' man, but Fujiko still manages to get away with the gem. The last scene we see is Fujiko playing with the gem while taking a bath.

(In my opinion, I think the boss was faking his death, but Fujiko double-crossed him and turned him over to the cops so the gang could steal the gem. This is just guessing on my part, so take this with a grain of salt---RE)

VOTOMS #31

by David Stowell

Last episode, Chirico and Fyana were engaged in a stand-off, being spot-lit by some Car Wars fanatics. This episode, Chirico decides to take it on the chin and keep movin'. Some broad what's built like a Russian tractor starts a fight with the pair and Fyana keeps the old family van gin' while Chirico suits up. He's doing pretty good when everything suddenly comes to a halt. Chirico finds out over his headset that Gotho and friends are here and that these guys are actually with him. I guess it was basically a small joke on Gotho's part. Funny guy!

After a scene with the dirty-doers doin dirty deeds in space, Chirico gets to meet the crew Gotho's put together to help on Sunsa. The group looks almost as, well, sistinctive as the Sluggo family. I personally think Brunhilde has all the sex appeal of your typical high-fashion professional bear-wrestler. Vanilla and the Bimbette are waiting at an abandoned fortress when the group arrives. Unfortunately, Cocconer still hasn't got the message Chirico's been sendin' and is kind of ticked-off about Fyana.

A quick sence of the Balalant leaders deciding what to do about Sunsa and we get back to see Gotho trying to have a heart-to-heart with Chirico. Not only doesn't Chirico see the light, I really don't

think he's lookin' for the switch. You'd think people would wise up about buttin' into this guy's personal life!

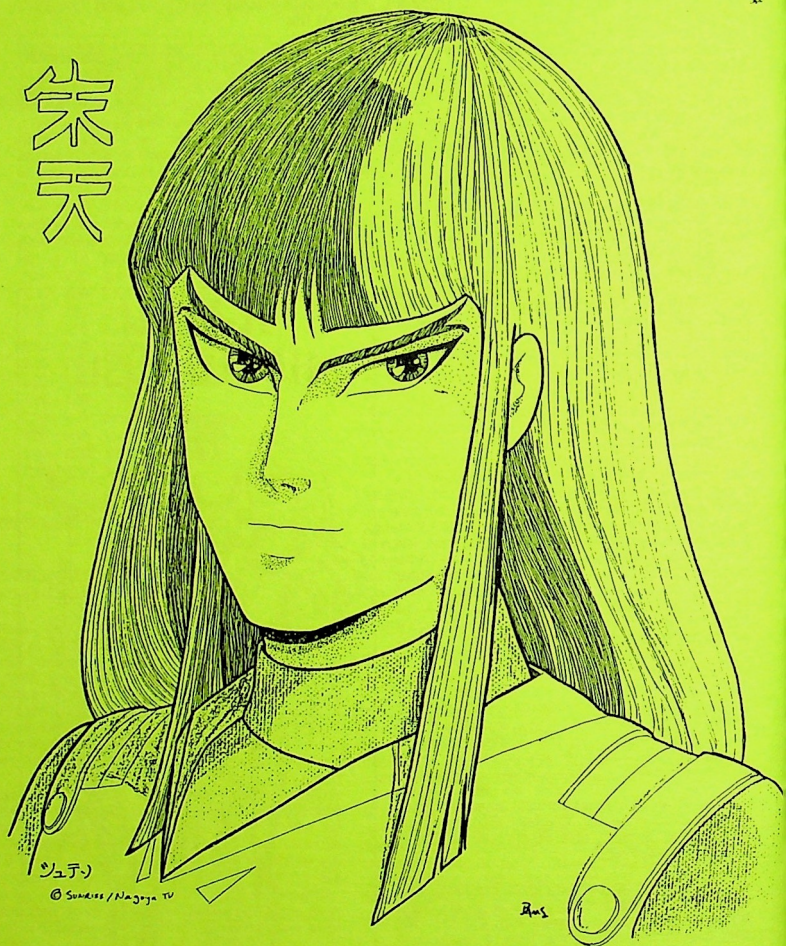
Just when the chatter starts to get suspiciously soapy, we get "Attack of the Killer Turtles", led by Super-Brat in his Strikedog. He does the usual bad-guy speech about surrender and Gotho gives the usual heavy-artillery-in-your-face Real Man reply. A pretty darn good fight gets rolling when Brunhilde suddenly turns traitor. Holding a gun on Gotho, she tries to give Chirico to Bratty ("cause he was a Red Shoulder I'd guess).

For whatever reason, Chirico heads out to face Ypsilon alone, Tough Guy Style, after a talk with Fyana. Some big thoughts are goin' on at the fadeout.

HAPPY HOLIDAYS!!



朱天



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